

£1.15 • NO. 48 • 31ST MARCH 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • INSIDE-

SEGA

COMIC •

INSIDE-

NEPTUNE &  
SATURN  
REVEALED!  
**SHINOBI!**  
**CAPTAIN**  
**PLUNDER!**

# Sonic the comic

starring



**SONIC**  
THE HEDGEHOG™

**TAILS  
BEAMS  
BACK!**

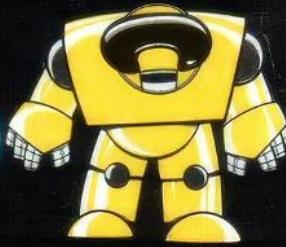
**ZONERUNNER  
CHILLS OUT!**

**NEW  
STORY**



# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Welcome as we launch into another edition of your fave read. Yes, the most happening comic this side of the galaxy lifts off with **Sonic** unravelling the **Mystery of the Sandopolis Zone**. **Shinobi** encounters more choppy action in **Power of the Elements**. **Captain Plunder & His Sky Pirates** feel the long wooden arm of the law and the quest for **Tails** continues in **Zonerunner & The Big Freeze**.

Talking of **Tails** ... see him turn teacher in the **News Zone**, back for this issue. There's also the latest update on the sega-sational **Saturn** and **Neptune** systems. Far out, humes!

STC goes for gold in just two issues as our Easter issue coincides with STC's big five-o! To help celebrate in suitable style, back by popular demand, are those terrific tattoos. Only these tattoos will be gold (and silver). STC ... almost 50 and still looking good!

Megadroid

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenamy

## VIRGIN COMPO WINNERS!

Here's the results of STC 41's vunderbar Virgin Compo where eagle-eyed Boomers had to work out a Spot the Difference and identify a fishy Badnik (who, was of course, Chopper!). Congratulations to the following Boomers:-

**1ST PRIZE WINNERS** will receive a Sega Mega Drive and two Virgin games each:-

- T. Grundy, Stonehaven, Scotland.
- D. Jones, Brockworth, Glos.
- J. Prichard, Newport, Gwent.



**24 RUNNERS UP** will each receive a selected Virgin

- B. Aghdani, Veken, Switzerland.
- L. Billing, Minster, Kent.
- R. Bloomfield, Hunstanton, Norfolk.
- L. Castle, Emsworth, Hants.
- C. Clutsom, Paignton, Devon.
- J. Crossland, Gosport, Hants.
- G. Gyory, Edgware, Middx.
- D. Hughes, Maidstone, Kent.
- S. Hulance, Toddington, Beds.
- N. Ioannou, Truro, Cornwall.
- R. Linton, Newport, Gwent.
- J. Masucci, Folkestone, Kent.
- M. McQuillan, Fort William, Scotland.
- R. Parsons, Chorley, Bolton.
- R. Pitt, Croydon, Surrey.
- K. Rahman, Swinton, Manchester.
- M. Ratcliffe, Somerton, Somerset.
- J. Silver, Kincardinshire, Scotland.
- M. Shackleton, Sutton Park, Hull.
- S. Stephenson, Whitehaven, Cumbria.
- J. Tailby, Salsbury, Wilts.
- B. Tucker, Reading, Berks.
- A. Wales, Grantham, Lincs.
- M. Webber, Bridgwater, Somerset.

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## The Sega Charts

All the chart action for all the Sega systems  
- in every issue of STC.

up down non mover  
RE new  
re-entry new entry



### MEGA DRIVE

- 1 FIFA SOCCER '95
- 2 MICRO MACHINES 2
- 3 THE LION KING
- 4 PGA TOUR GOLF 3
- 5 CANNON FODDER
- 6 JIMMY WHITE'S WHIRLWIND SHOOKER
- 7 TERMINATOR 2
- 8 ETERNAL CHAMPIONS
- 9 B.O.B.
- 10 MUTANT LEAGUE FOOTBALL

### MEGA-CD

- 1 FIFA INTERNATIONAL SOCCER
- 2 WWF RAGE IN THE CAGE
- 3 MORTAL KOMBAT
- 4 MICKEY MANIA
- 5 NOVA STORM
- 6 ECCO THE DOLPHIN
- 7 REBEL ASSAULT
- 8 THUNDERHAWK
- 9 SHERLOCK HOLMES
- 10 FINAL FIGHT

### MASTER SYSTEM

- 1 ROBOCOP V TERMINATOR
- 2 SONIC CHAOS
- 3 SONIC THE HEDGEHOG 2
- 4 DESERT SPEED TRAP
- 5 DONALD DUCK
- 6 JUNGLE BOOK
- 7 DESERT STRIKE
- 8 THE LION KING
- 9 SONIC THE HEDGEHOG
- 10 COOL SPOT

### GAME GEAR

- 1 SONIC THE HEDGEHOG 2
- 2 SUPER OFF ROAD
- 3 THE LION KING
- 4 SONIC CHAOS
- 5 TAZ-MANIA
- 6 WORLD CLASS LEADERBOARD
- 7 COOL SPOT
- 8 MORTAL KOMBAT 2
- 9 JUNGLE BOOK
- 10 SONIC THE HEDGEHOG

ON THE FLOATING ISLAND THE REPAIRS TO DOCTOR ROBOTNIK'S DEADLY DEATH EGG SATELLITE ARE ALMOST COMPLETE.

SONIC AND KNUCKLES WERE ON THEIR WAY TO PUT A STOP TO THE MAD-MAN'S EVIL SCHEME WHEN THEIR PROGRESS WAS INTERRUPTED...

I'VE DONE IT! I'VE FOUND THE LOST PYRAMID OF SANDOPOLIS!

KRRMMBL

LOOKS LIKE THERE'S SOMEBODY HOME ... DID YOUR MAP MENTION ANYTHING ABOUT THAT, CAPTAIN PLUNDER?

OH THERE WAS SOME NONSENSE ABOUT A GIANT STONE GUARDIAN ... I PAID IT NO HEED!

# SONIC

## Mystery of the Sandopolis Zone

Script: Nigel Kitching

Art: Richard Elson

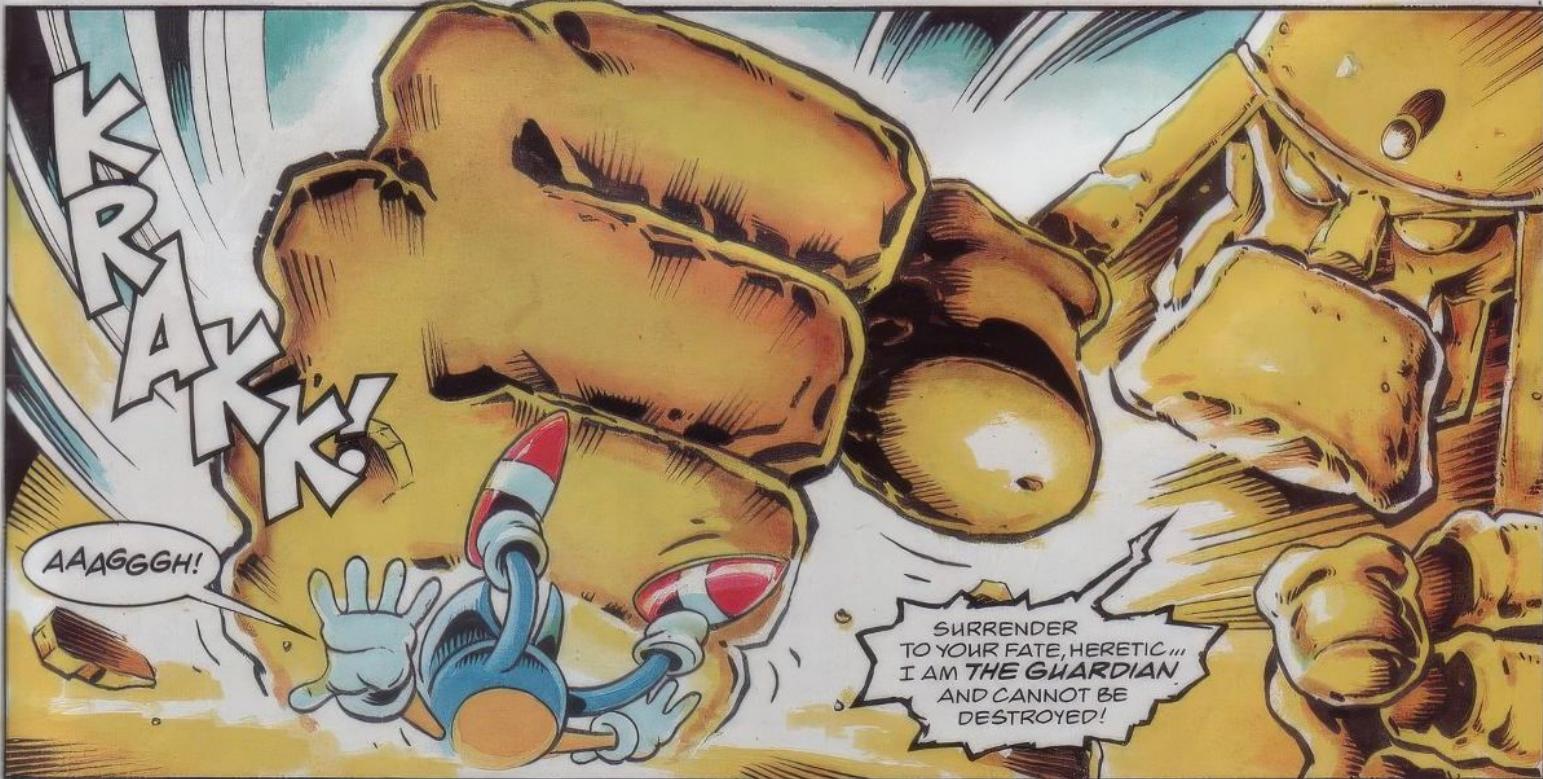
Lettering: Elliot de' Ville

THE HEDGEHOG®

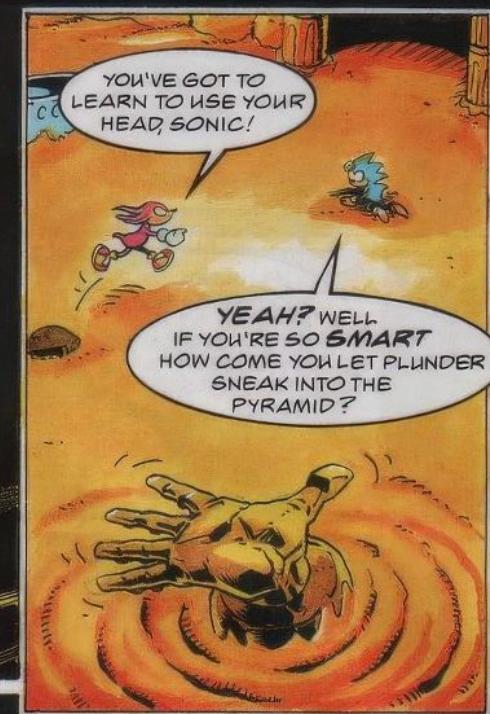
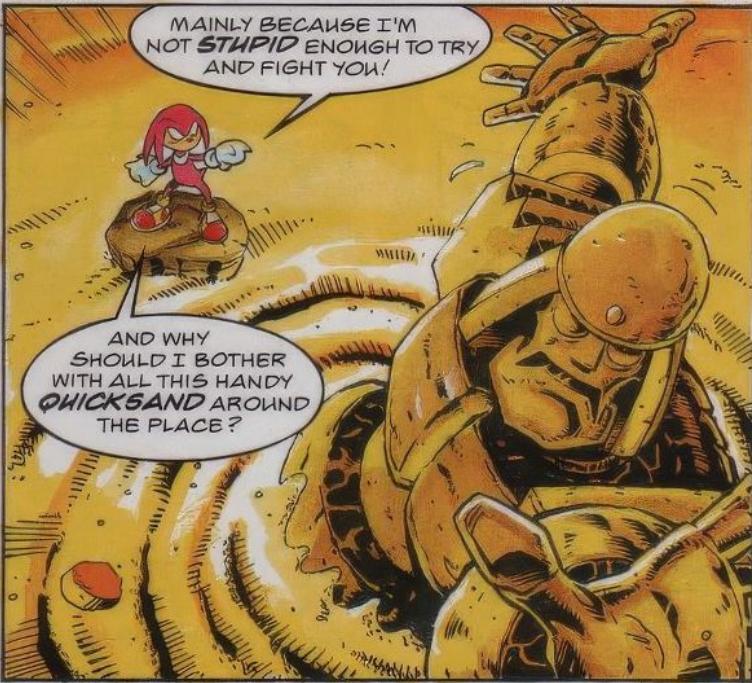
ARE ALL PIRATES AS STUPID AS YOU?

HERETICS... YOU HAVE NO RIGHT TO SUMMON THE SACRED PYRAMID. ALL WHO BREAK THIS ANCIENT LAW ARE CURSED...

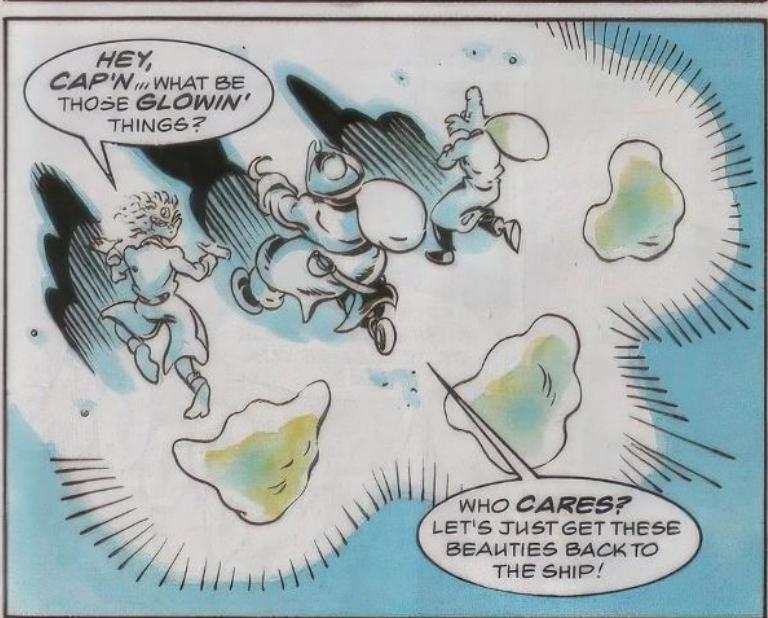
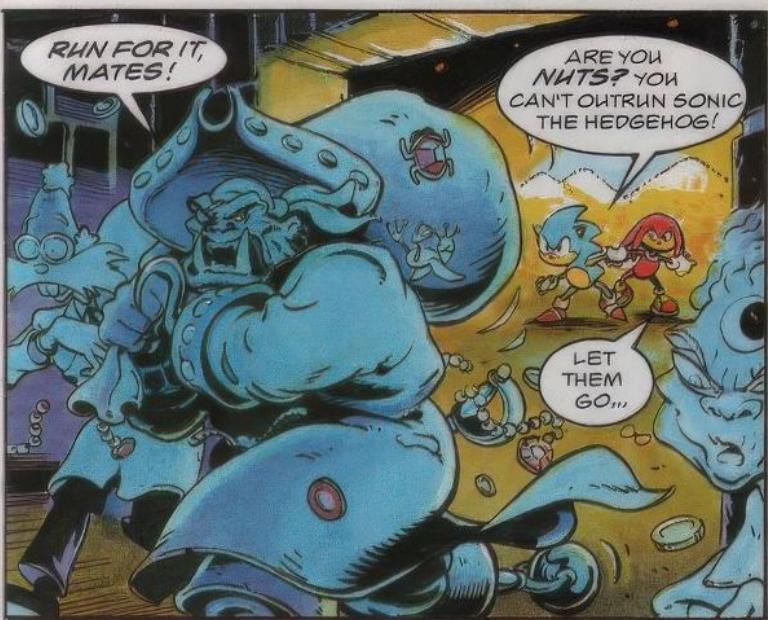
...AND MUST DIE!

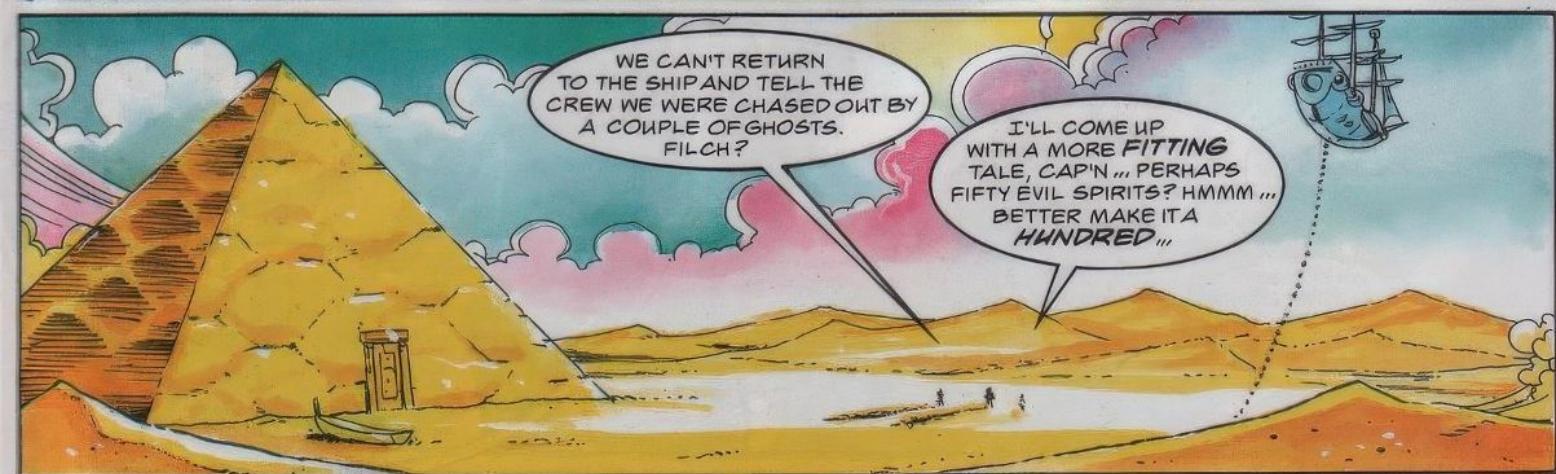


OVER HERE, GUARDIAN! I'VE READ THE SACRED TEXTS... I KNOW ALL ABOUT YOU AND YOUR PYRAMID! YOU WON'T FIND ME SO EASY TO BEAT!









MEANWHILE BACK INSIDE THE PYRAMID ...

SO WHAT IS THAT THING?

IT'S A SEAL,  
SONIC ... IF IT'S SMASHED  
THE SAND WILL POUR IN  
FROM OUTSIDE.

WHICH IS JUST WHAT I WANT!

KRAK! KRAK! KRAK!  
SO LET ME SEE  
IF I'VE GOT THIS STRAIGHT ...  
THIS SAND WILL MAKE THE PYRAMID  
SINK BACK UNDER THE DESERT, BUT  
PERMANENTLY. RIGHT?

THAT'S IT ...  
KEEPING THE TREASURES  
SAFE FROM PEOPLE LIKE  
CAPTAIN PLUNDER!

BUT SINCE WE'RE TRAPPED  
IN HERE WON'T WE ...

THE ANCIENT  
TEXTS TELL OF A  
**SECRET EXIT** ... OF  
COURSE YOU CAN'T  
ALWAYS RELY ON  
THOSE ANCIENT  
TEXTS ...

I WAS RIGHT! COME ON,  
SONIC ... BEFORE THE SAND  
COVERS IT OVER!

WH? OH RIGHT.  
HEY, WHAT DO YOU THINK  
HAPPENED TO CAPTAIN  
PLUNDER?

"AND THEN  
**TWO HUNDRED** EVIL  
SPIRITS EACH WITH SEVEN  
HEADS AND BLAZING EYES  
ATTACKED US FROM ALL  
SIDES ...

NEXT ISSUE: 10...9...8...7...

# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:  
David Gibbon

## THE PIRATES OF DARK WATER



Mega Drive

game type: ADVENTURE  
1 PLAYER



& Jerry and The Flintstones. Their latest production, **The Pirates of Dark Water**, may well become another blockbuster thanks to its Saturday morning run in the U.K.

The game itself is set within the dark watery world of Mer, where evil patches of water are in operation. Only the Treasures of Rule are able to combat this force. A character called Ren, and crew members Ioz and Tula, sail the high seas to face a pirate called Lord Bloth and



Shiver me timbers! If it isn't Hanna-Barbera, the folk responsible for creating - amongst others - Tom

**RATING SYSTEM**  
under 40% = Yawnsville  
40 - 70% = Normalsville

70 - 80% = Fun City  
80 - 90% = Big Time City  
Over 90% = Mega City

his henchmen on a quest for the lost treasure. Only then can Mer be returned to its former glory and the Dark Water controlled.

At the beginning of **The Pirates Of Dark Water** you



select one of the three characters who each possess a weapon (a Dagger, an Ecomancer Energy and a Dragon-Bow). You choose

which of the islands you wish to sail to from a map of Mer. You're then ready to sail once a creature called Niddler offers a description of each location!

The graphics are nothing special, but they do work well and all the animated characters appear fairly large on-screen. Your character has several destroy tactics to combat the enemies, who range from bats to sword-fighting skeletons. Life-refilling 'pick-ups,' such as food and hearts can be found lying around each level.

You'll discover that when you walk into certain characters, a communication screen will appear, enabling you to talk to them. Some characters will trade information for gold, or offer hints on getting through the level, and others will open up doors.

**The Pirates of Dark Water** is a well-packaged game, not too difficult for its targeted younger players, who I'm sure will discover that it's worth its weight in gold.

## FAST FAX

PUBLISHER PRICE  
**SUNSOFT** £44.99

### GRAPHICS

\*\*\*\*\* 79

### SOUND

\*\*\*\*\* 76

### PLAYABILITY

\*\*\*\*\* 86

### RAVES

Enjoyable and challenging for young players.

### GRAVES

Unoriginal.



### OVERALL

83%

# ROCK & ROLL RACING



game type: RACING  
1-2 PLAYERS

Mega Drive

I urge you not to judge this as just another racing game as **Rock & Roll Racing** is really excellent! Originally released on the SNES, this new Mega Drive version features more tracks to get you moving in all the right places!

**Rock & Roll Racing** is a fast and furious racing/shoot 'em-up that takes place across six planets far into the galaxy. Each one contains strategically laid out tracks and ramps, plus handy pick-ups such as money and armour to prevent your destruction!

You're given the sum of \$20,000 dollars to play with, but you're required to purchase a car from the two on offer before you're ready to 'rock 'n' roll!'. The weapons are a most important aspect to the game, or rather the way you can blow the opposition into oblivion! Some would frown upon blowing-up a friend in order to take the lead, but it's considered fair and legit in this mad-cap racer.

You get to hear some top soundtracks and digitised speech as you speed round the tracks. A US racing



announcer called Larry 'Supermouth' Huffman adds some brilliant commentary and blow-by-blow calls. Having a total of 37 challenging tracks, players get the chance to improve their car's equipment after each track; from buying an enhanced engine or a nitro, to buying extra weaponry.

Two divisions must be raced on each planet before proceeding to the next one. A certain number of points must be scored in each division. As the planets becomes harder, you'll need a better car if you're going to have any chance of beating the opposition. Thankfully, you do get this opportunity, but only if you've won enough cash!

**Rock & Roll Racing** causes an awesome amount of fun, especially when playing against a friend. It's certainly one of my favourite racing games to date.



**FAST FAX**

PUBLISHER INTERPLAY PRICE £44.99

**GRAPHICS**

•••••	84
-------	----

**SOUND**

•••••	90
-------	----

**PLAYABILITY**

•••••	92
-------	----

**RAVES**

Brilliant fun.  
Invite your pals round for a car-blowing tournament!

**GRAVES**

Not a sausage!

**OVERALL**

81%

# THE SMURFS



Mega Drive

game type: PLATFORM  
1 PLAYER



Once upon a time in the mid 1980's, a tribe of beloved blue people were 'born' and introduced to the world as **The Smurfs**. Each Smurf behaved true to its name, i.e., Brainy was intelligent and Greedy was gluttonous. Life as a Smurf had its problems, mainly due to a big ugly sorcerer called Gargamel and his cat who craved Smurf dinners! Fortunately, however, the Smurfs managed to out-smurf them.

In this new release from Infogrames, the story is that

Gargamel has 'Smurfnapped' Jokey, Brainy, Greedy and Smurfette (the only female in Smurf land - horror!). As controller, you play the part of Hefty Smurf, whose aim is to search the entire country to rescue your friends and finally defeat Gargamel. Not an easy task, believe me.

Once you begin, the quality of the graphics will immediately hit you as they're bright and colourful and very well animated. Particularly striking are the four huge end-of-level bosses who take up most of the screen!

Played over 22 acts, **The Smurfs** is an above average platform game with plenty of variation to hold your interest. As you progress and free each of the four Smurfs, you get the chance to select which Smurf you want to be. Each Smurf is used to solve a particular problem - for example, 'Jokey' should be selected to clear a certain section of a level, as he can throw exploding presents!

Surprises don't end there! **The Smurfs** also features many extra sections, including isometric and 3D stages. The latter looks very impressive with its coming-at-you graphics. Although these kind of levels are becoming more common place in new games, steering a raft down a river or sledging down a mountain side still doesn't fail to impress.

The level of difficulty in **The Smurfs** is quite high, causing frustration if you fail to get past a certain section. Certainly there are areas where improvements would certainly have made a big difference. However, **The Smurfs** is certainly an exceptional platformer and overall is Smurftastic!



<b>FAST FAX</b>	
PUBLISHER	PRICE
INFOGRAMS	£39.99
GRAPHICS	90
SOUND	82
PLAYABILITY	86
RAVES	A top platformer.
GRAVES	A toughie - takes many hours of practice to complete.
OVERALL	87%

# Shinobi

## POWER OF THE ELEMENTS PART 2

JOE MUSASHI, THE SHINOBI, HAS BEEN CAPTURED BY THE DEADLY ASSASSIN AIR, ONE OF THE FOUR ELEMENTS, WHO ARE NOW SERVING THE INFAMOUS JAPANESE MAFIA, THE YAKUZA.



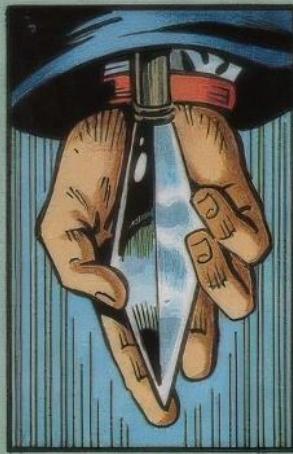
THIS IS JOE MUSASHI, UNTIL RECENTLY A THORN IN THE SIDE OF THE NEO ZEED. NOW HE IS YOUR PRISONER.

IF YOU CAN HOLD ON TO HIM.

WHAT? YOU DARE TO INSULT ME, AFTER I'VE MADE YOU A GUEST IN MY HOUSE?

I MEANT NO DISRESPECT.  
I MERELY WANTED TO —

HERE IS THE SPY,  
OYABUN<sup>®</sup> MITSUGI.



EEIAA!

HE IS ARMED!

THIS MAN KNOWS PRANA.  
HE ESCAPED US ONCE BEFORE  
USING THAT TECHNIQUE.

\* A SHALLOW BREATHING METHOD BY WHICH A NINJA CAN FEIGN DEATH OR UNCONSCIOUSNESS — MD.

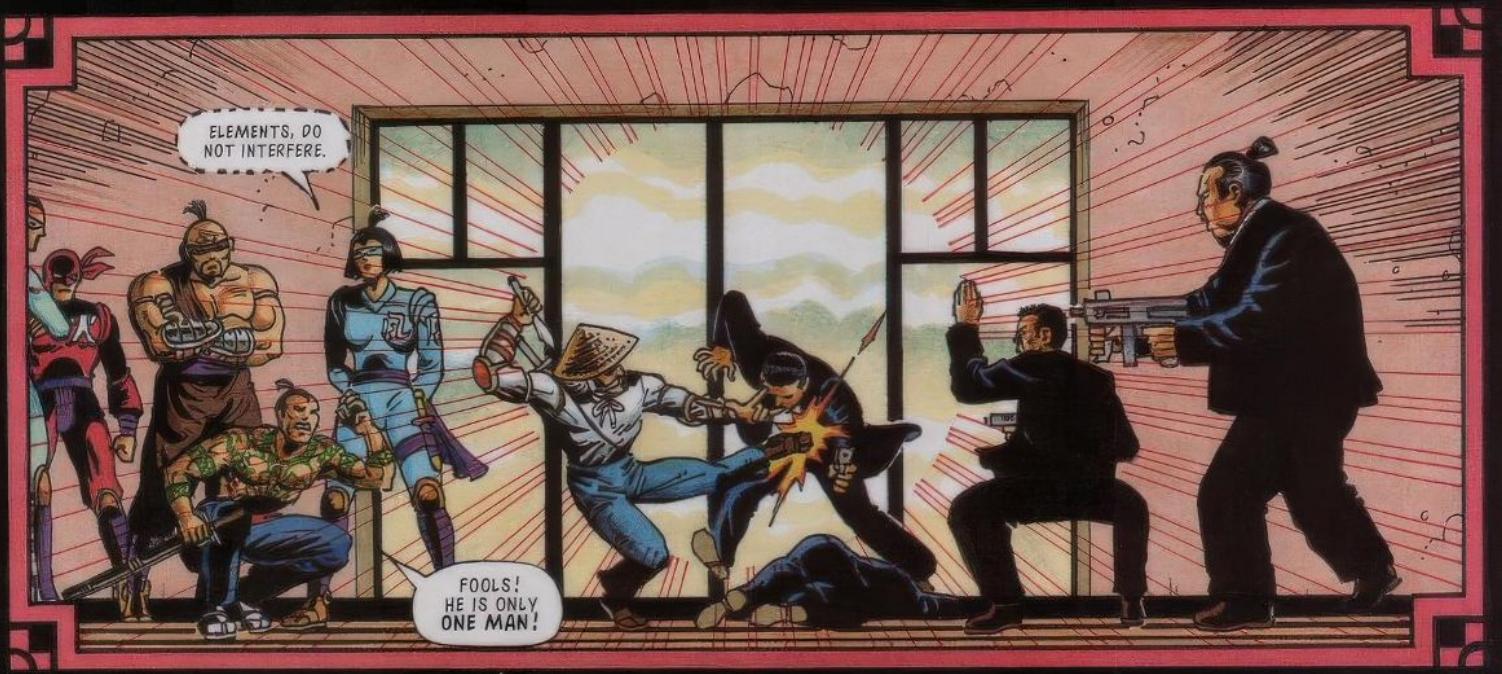
SPARE ME  
YOUR MYSTICAL  
MUMBO-JUMBO,  
WOMAN!

SAITO!  
KILL HIM!

RICKKK!

HAI, OYABUN!

STOP...  
AARGHH!





HIGH ABOVE THE CITY, JOE MUSASHI FLITS SILENTLY ACROSS THE ROOFTOPS, MOVING LIKE A GHOST FROM SHADOW TO SHADOW.

HE KNOWS HE DOESN'T HAVE LONG BEFORE THE ELEMENTS AND THEIR YAKUZA ALLIES COME AFTER HIM.

WHAT?

BUNZO. SUBDUE HIM.

HAI, SENSEI.

WHAP!

\*LITERALLY, "TEACHER" - MD.

HE HAS A GOOD BUILD FOR AN OLD MAN.

I FEAR THERE IS MORE TO HIM THAT MEETS THE EYE, MY CHILD.  
HE IS SHINOBI!

NEXT ISSUE: ROOFWORLD!

# NEWS Zone

Newshound: JJ Hunsecker.

## NEPTUNE AND SATURN GO INTO ORBIT

NEW SEGA CONSOLES LOOK HEAVENLY!

Watch the skies! Two new Sega consoles will soon be hovering into view, taking game playing into a new dimension.

The first, still known only as **Project Neptune**, is the expected combination of the Mega Drive and Mega Drive 32X in one sleek-looking new box. No more sinister 'black mushroom' sticking out of the top of your Mega Drive!

Our pals at Sega are keeping quiet about the final name for the new unit (it's called the **Genesis 32X System** in the US). No exact release date yet either, but expect it around the Autumn, along with the amazing new 32X version of *Virtua Fighter*. Price for the **Neptune** should be under £200 for the base unit, although special bundle packs may take it a bit higher.

The **Neptune** will be able to run all current Mega



Saturn: How it'll look in the UK - sleek, black and packed with power!

Drive carts as well as the expanding range of 32X games.

Running rings around the **Neptune** is Sega's much-heralded new 'super system,' the **Saturn** (these humes and their little jokes! - Megadroid). The **Saturn** sports a nifty new black livery for the UK market (as opposed to the grey case of the Japanese model) and should be hitting shops around the UK in September. Start saving those pennies now because it will cost around £400.

The **Saturn** will only run CD-ROM based software produced especially for it. The cartridge slot shown in the picture on this page is only for special RAM carts that can be used to save game moves, levels, etc.

STC will be taking a closer look at **Neptune** and **Saturn** nearer their release dates. In the meantime, just keep watching those Sega stars!



Neptune: Mega Drive and 32X packed into one stealthy-looking box!

# TAILS PLAYS PICO

STARRING ROLE FOR MILES PROWER AT LAST!

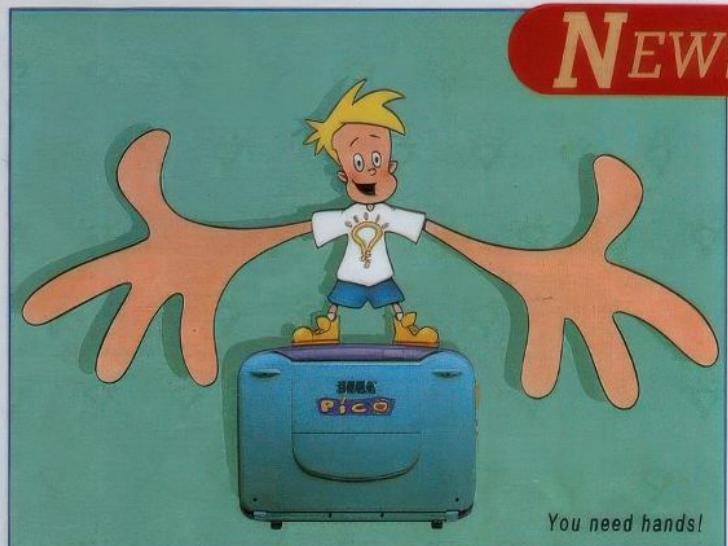


Miles (Tails) Prower, pal of Sonic and STC superstar, is one of the first characters to appear on **Pico**, the first product from Sega's new toy division.

Tails & The Music Maker is one of five Storyware cartridges released with the **Pico** next month. In it, Tails teaches young children how to learn and have fun music through an interactive storybook.

**Pico** is a 16-bit computer disguised as a brightly-coloured 'laptop-style' console, designed especially for children between the ages of three to seven. It plugs into a normal TV set and

NEWS



Storyware carts plug into the top of it. Each contains a 6-page storybook, which, as the pages are turned changes the picture on the TV. With the aid of the drawing pad section of **Pico** and the attached 'magic pen', children can draw, animate and interact with their favourite characters in numerous ways. The pen can even be used on the storybook pages. Buttons on the **Pico** console can also be used to move characters and choose and cancel selections.

Another Storyware cartridge is *Ecco Jr & The Great Ocean Treasure Hunt*. A younger version of Ecco The Dolphin takes children on an interactive undersea adventure. Other characters appearing on **Pico** include Mickey Mouse and Winnie The Pooh.

**Pico** will be widely available from April with a retail price of £150. Storyware carts will cost £29.99 each.



# GRAPHIC

## Zone

He's back and he's proud! Yes, Tails has returned with a brand new story and to help celebrate, STC has devoted the Graphic Zone to that incredible fox. Well done to these artistic Boomers for such original portrayals of Tails - you'll each receive an original STC badge.

Tails - bored with his overcoat already?

Alan Warner-Grieve,  
Sittingbourne, Kent.  
Badge Winner.

Tails dresses for dinner!



Christopher Davis, Cleveland, Saltburn-by-the-Sea.  
Badge Winner.

Tails gets his skate (board) on!



Richard Gifford, Sherwood, Nottingham. MS owner.  
Badge Winner.

Tails chills out!

Please send in  
name and address.  
Badge Winner.



To help get your  
handywork selected in  
future Graphic Zones,  
please take note of the  
following tips:-

- Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- Be original and don't copy pictures from the comic - come up with your own ideas.
- Include your name and address, preferably written in capital letters on the back of the page.

# Tails in ZONERUNNER & THE BIG FREEZE PART 1



NEW  
STORY

Script:  
MARK EYLES

Art:  
ROBERTO CORONA  
& BRIAN WILLIAMSON

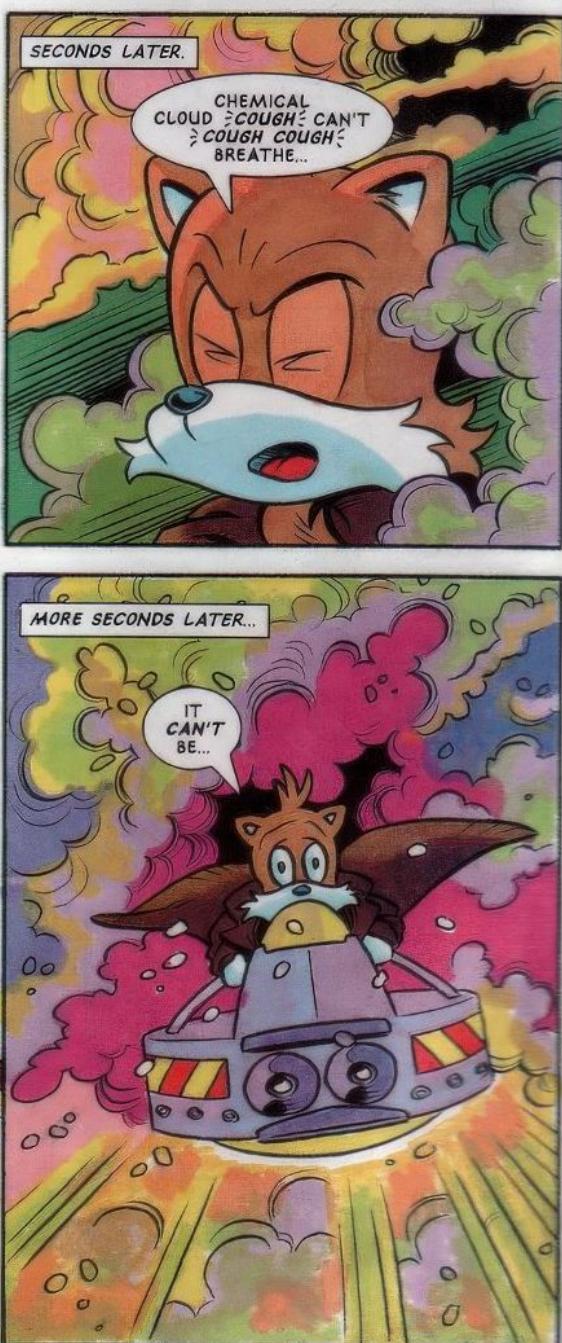
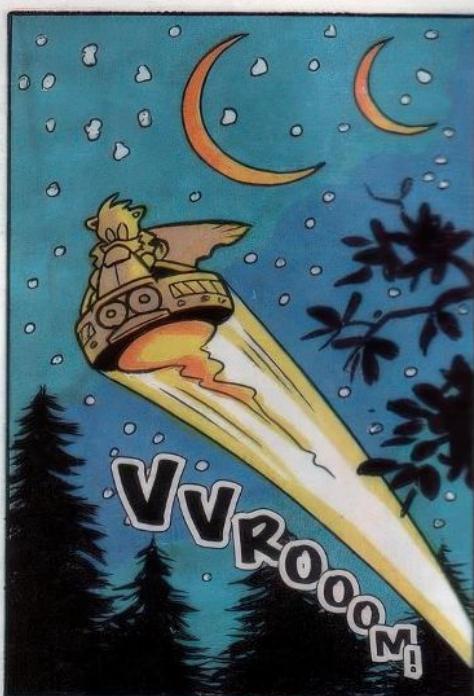
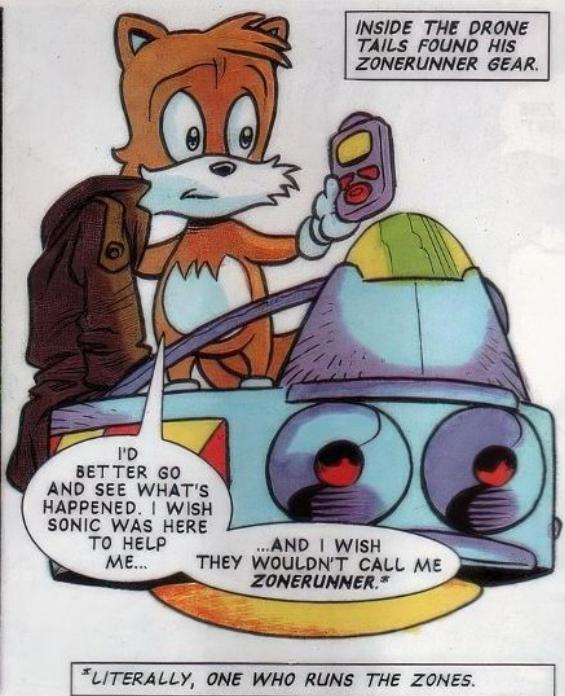
Lettering:  
STEVE POTTER

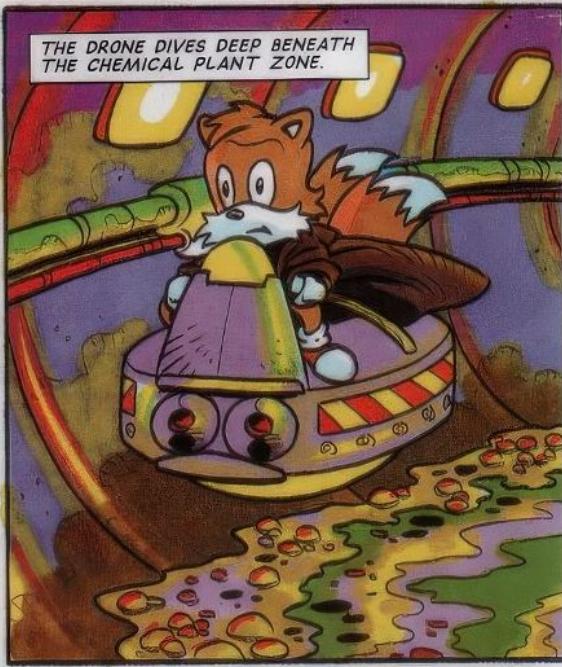
MARBLE GARDEN ZONE, MOBIUS.



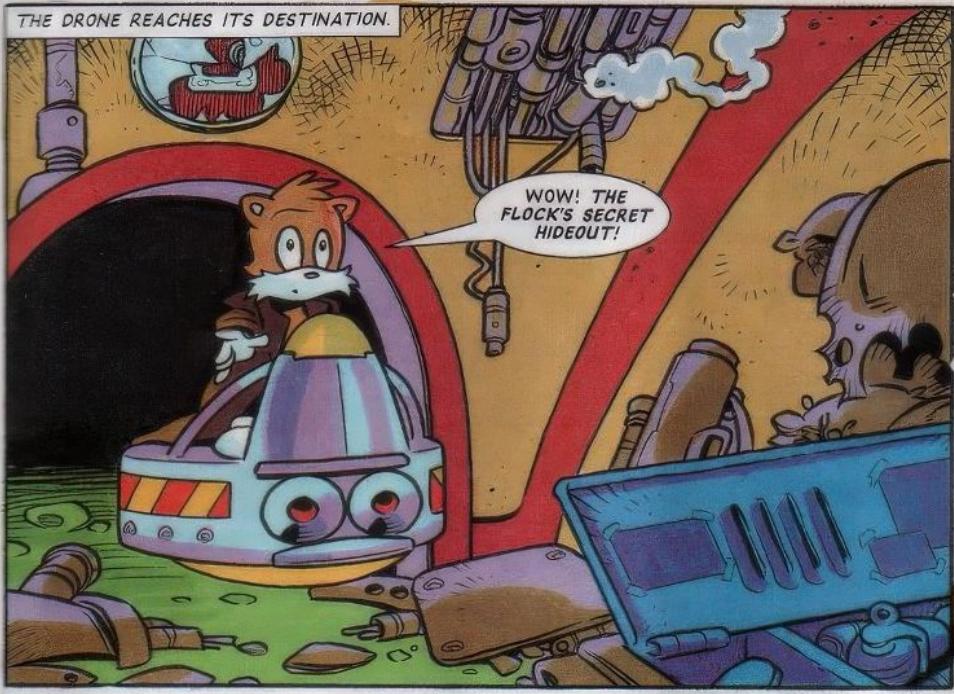
-I'VE  
PROGRAMMED THIS  
FLOATER DRONE TO COME AND  
GET YOU. NUTZAN BOLT\* WANTS  
REVENGE. YOU'RE IN DEADLY DANGER.  
THE FLOCK\*\* NEEDS YOUR...



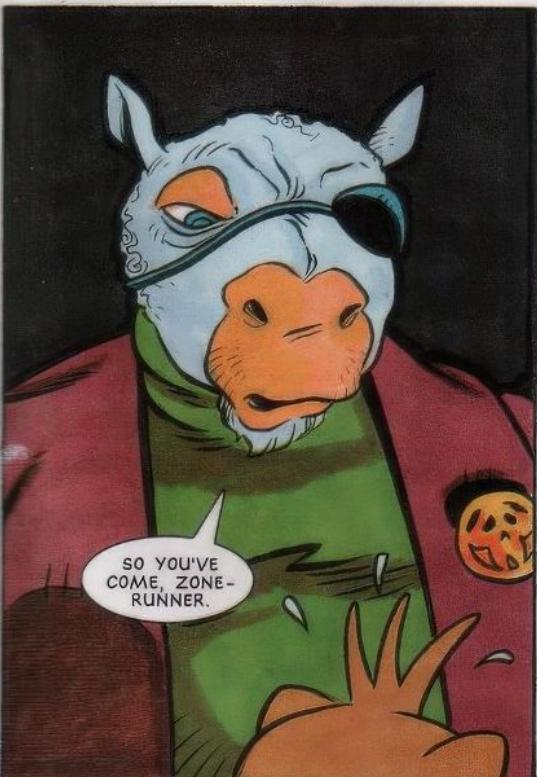
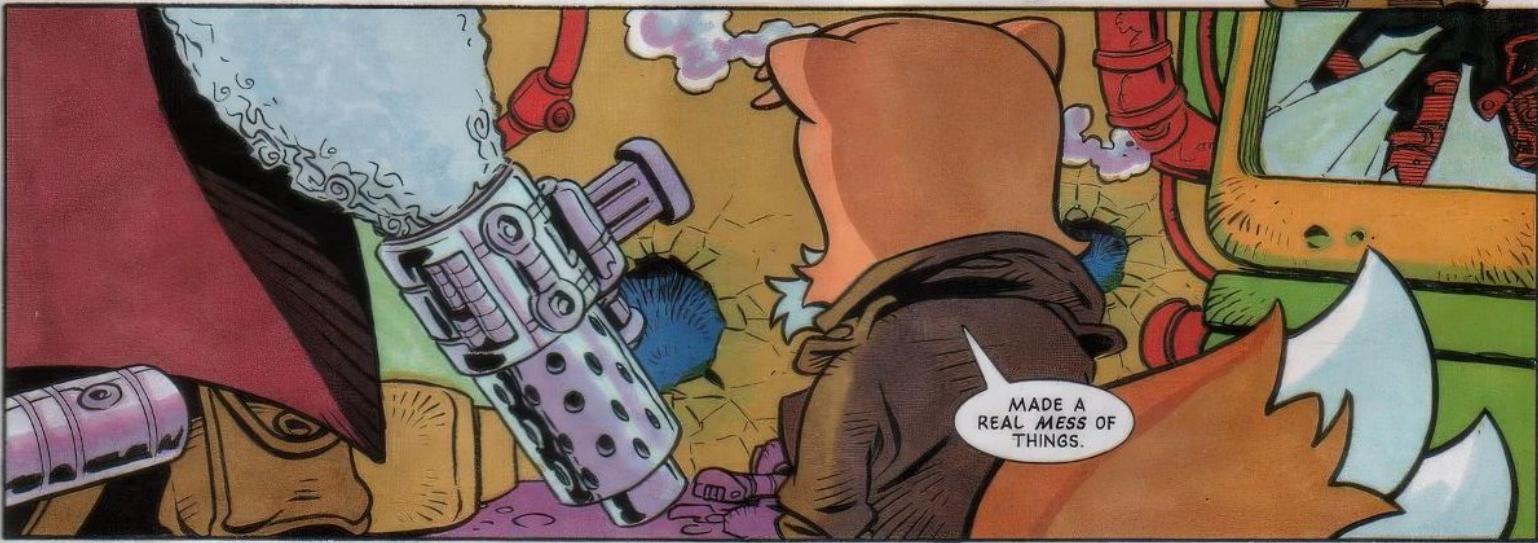




THE DRONE REACHES ITS DESTINATION.



BUT SOMETHING'S HAPPENED. LOOKS LIKE A BOMB'S GONE OFF HERE!



NEXT ISSUE: DEAD SHEEP DON'T TALK!

# Q

## Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Here's a selection of cheats, brought to you Boomers by STC's own whiz-with-a-chip, David Gibbon. If you have a game query or question on how to help you complete your favourite game, drop a line to the Q Zone at the usual STC address.

## THE LION KING



Following on from STC's recent two-part solution, here's a cheat for all those Boomers who haven't managed to complete the **Lion King**. Not only does this cheat give you a level select option, but you

also get the chance to make yourself completely invulnerable.

To activate the cheat, from the menu screen, select Options. Go to the Sound Test and press Right, A, A then B on your joypad. Now, press Start and both options will appear.



## EARTHWORM JIM



Coming from Dave Perry, the mind behind such hits as *Aladdin* and *Cool Spot*, you'd expect this to be something special. In fact, **Earthworm Jim** proved to be a brilliant platformer, it containing a stack of original ideas and humour. However, it's a tough game to crack but the Q Zone is here to help with a nifty level select cheat:

Start the game as normal, then press Start to pause. On your joypad, press A and Left, B, B, A, A and Right, B, B then A to get the cheat working.



## THE INCREDIBLE HULK

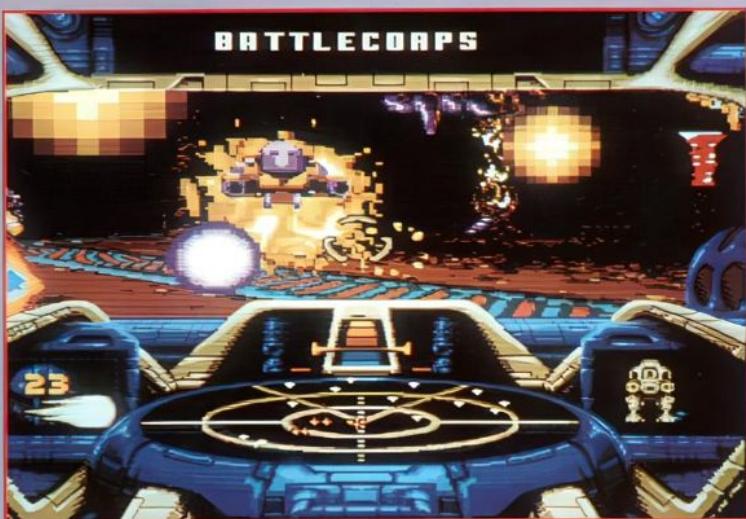


The **Incredible Hulk** was something of a phenomena in years gone by, long before a certain blue hedgehog came



on the scene. The Hulk's speciality was turning green and ripping his shirts into shreds when he got mad. If the game has been causing similar problems for you, then this level skip cheat may well help cure you! Play the game as usual, then press pause. Now, press Up, Right, Down and Left. Unpause the game and lose all your lives. When you go back to start another game, you'll notice at the end of the intro screen, a black screen appears which features the level skip cheat. Yippee!

## BATTLECORPS



Core Design have been regarded as the saviours of the Mega-CD after they came up with the stunning *Thunderhawk*. **Battlecorps** was a follow-up to that, and features some truly excellent graphics. If you've been stuck for a while, then fear not as a level select cheat is about to come your way! First, go to the Practice Mode and press pause. Then enter B, A, B, A, Right, A, C, Up then Start. The screen will flash to indicate the sequence has worked, then a map should appear back on the character select screen. This map allows you to select any level you wish to play on.



Script & Art:  
NIGEL KITCHING  
Lettering:  
ELITTA FELL

# CAPTAIN Plunder

& HIS SKY PIRATES!

PART 2



THINGS HAVE GONE A LITTLE WRONG WITH CAPTAIN PLUNDER'S PLAN TO ROB DOCTOR ROBOTNIK.

ALTHOUGH HIS PIRATES HAVE GOT CLEAN AWAY WITH THE LOOT, THEY ACCIDENTALLY LEAVE BEHIND THEIR BELOVED CAPTAIN...

YOU'LL NEVER TAKE ME ALIVE, YOU SCURVY SCUM-SLICKERS!

CUT...  
I THINK WE'VE SEEN ENOUGH!

MEMBERS OF THE JURY, I GIVE YOU EXHIBIT 'G'.

HE WAS JUST LUCKY!

EXHIBIT 'G'

SHOULDN'T EE  
SHOUT 'OBJECTION'  
OR SOMIN',  
LAD?

SSHHHH!

AND THAT  
CONCLUDES THE  
CASE FOR THE  
PROSECUTION!

WELL, WE'VE ALL  
HEARD THE ADMITTEDLY  
RATHER CONVINCING CASE  
AGAINST MY CLIENT,  
CAPTAIN PLUNDER.

BUT I  
ASK YOU...

IS  
THIS THE FACE  
OF A BRUTAL  
PIRATE?

THE  
CASE FOR THE  
DEFENCE  
RESTS.

WHAT  
ARE YOU UP TO,  
YOU BILGE  
RAT!

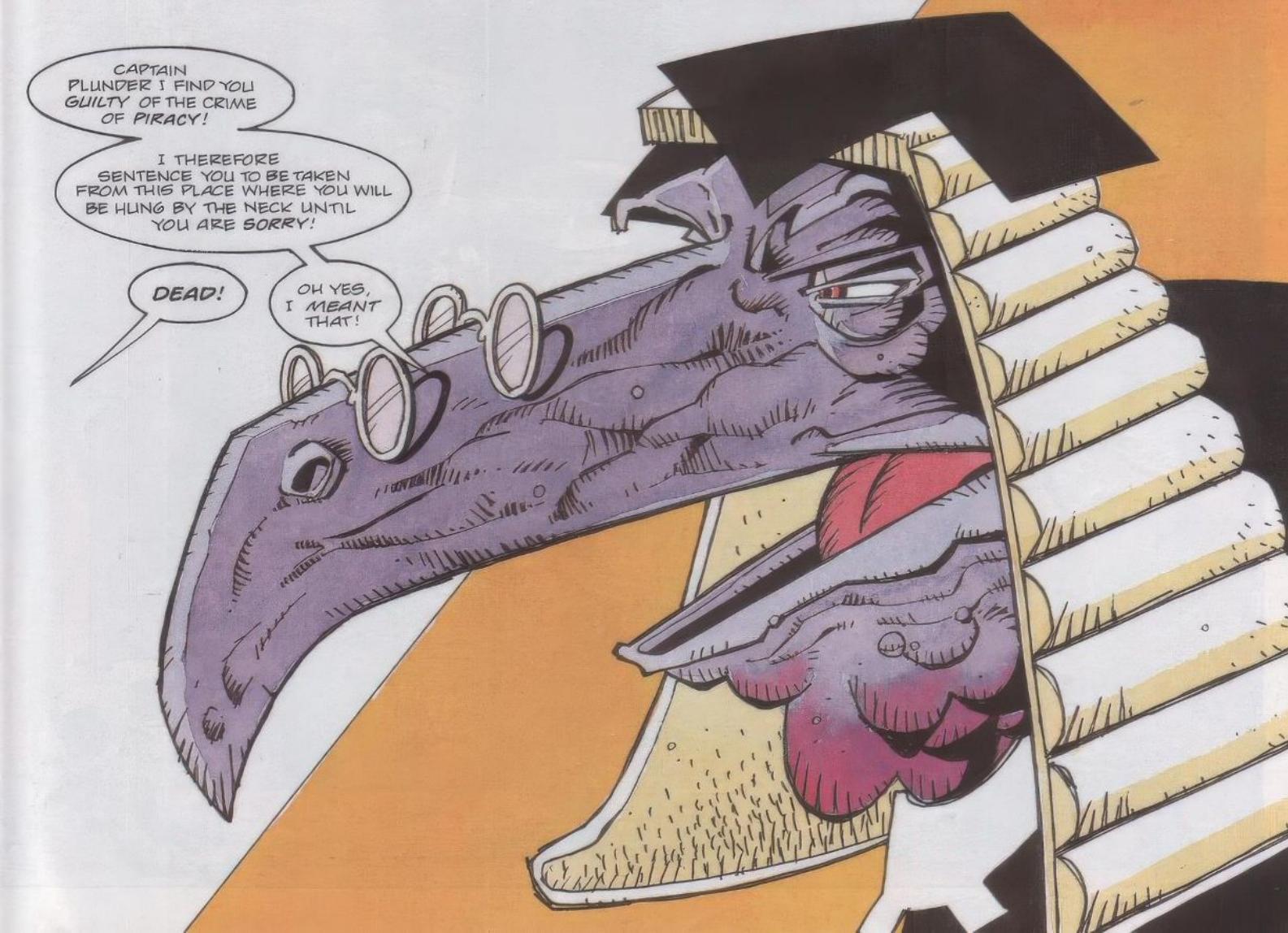
SHUSH!  
I KNOW WHAT  
I'M DOING!

AYE,  
SO DO I! YOU'RE  
TRYING TO GET ME  
HUNG!

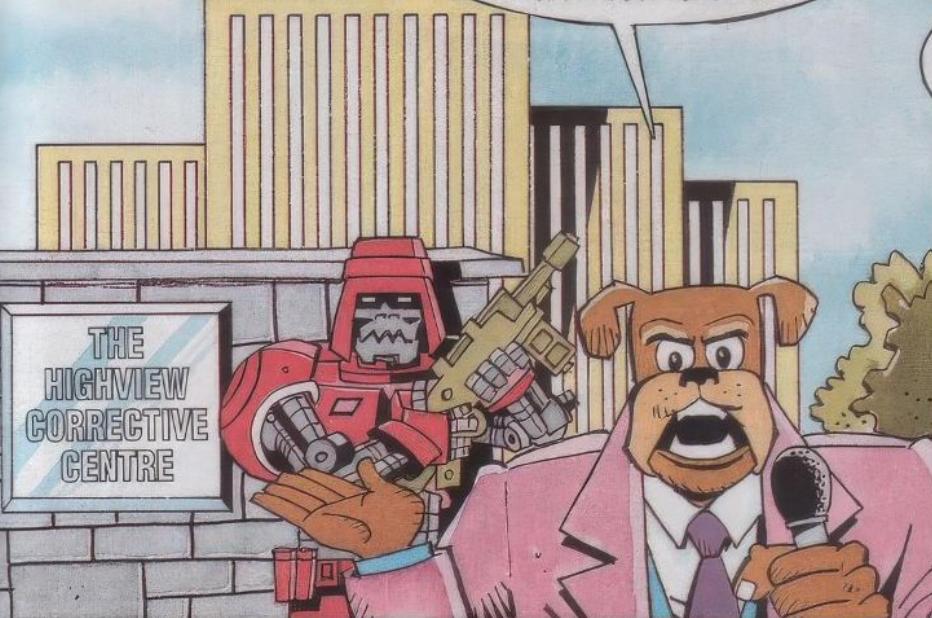
THIS  
WHOLE TRIAL  
BE A SET-UP...  
I'M BEING  
SWINDLED!

GUARDS...





CAPTAIN PLUNDER HAS BEEN RESIDENT HERE FOR JUST OVER A WEEK NOW AND WE'VE JUST BEEN TOLD THAT HIS FINAL APPEAL AGAINST HIS SENTENCE HAS BEEN REFUSED.



AT LUXURIOUS HIGHVIEW THE EMPHASIS IS ON REHABILITATION RATHER THAN PUNISHMENT. NONE OF THE INMATES HERE HAVE EVER RE-OFFENDED!

MAINLY 'CAUSE THEY HANG THEM ALL!



INSIDE THE 'LUXURIOUS' HIGHVIEW CORRECTIVE CENTRE...



**SHOOOSH!**

IZZAT  
BETTER,  
CHUMP?

HE  
GAVE YOU SOME  
WATER... BOY, HE  
MUST REALLY LIKE  
YOU!

HAW!  
HAW! HAW!

I WOULDN'T  
BET ON IT MATE...  
WHATEVER THAT  
WAS, IT WASN'T  
WATER!

IF ONLY  
WE COULD GET  
OUT OF THESE  
CHAIN...

IT WOULDN'T  
HELP MUCH. WE'D STILL  
BE PRISONERS IN THIS  
SCURVY CELL!

OH THAT'S  
NO PROBLEM, I KNOW  
A SECRET WAY OUT OF  
THE CELL!

WELL, WHY  
DIDN'T YOU SAY SO  
BEFORE, MATE? JUST  
GIVE ME A MO'... AH,  
THERE YE GO!

# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, **Sonic The Comic**, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Could it be ...  
yes, it's a  
Mighty  
Sonic  
Ranger!

Katy Knight,  
Walsall,  
W. Midlands.  
Sonic Water  
Fun Game  
Winner.

## New Order!

Dear Megadroid,

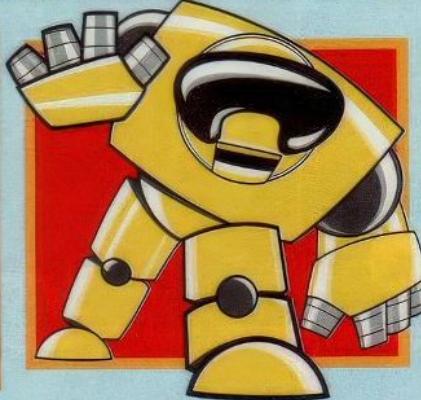
I can't believe it! There are five newsagents where I live, but not one of them sells STC. Could you please explain why as it's very frustrating.

Jamie Getcheffsky, Torquay,  
Devon. GG, MS & MD owner.

Sonic Water Fun Game  
Winner.



Even more reason to use  
the Reservation Coupon,  
Jamie, which will be included in the  
next issue especially for you.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

## Gold Knuckle!

Dear STC,

Picture me on bended knee as I write ... please could you put more tattoos in STC, but this time including Knuckles?

Alex Medcalf, Redditch, Worcs.  
GG owner.  
Sonic Water Fun Game Winner.

Get up now Alex. To help celebrate STC's 50th (Easter) issue, there'll be a set of gold and silver coloured tattoos, which will include Knuckles. In fact, there'll be even more terrific tattoos free with STC 51.



Sonic steals  
Captain  
Plunder's  
thunder!

Gary  
Donaldson,  
Calthness,  
Scotland.  
Sonic Water  
Fun Game  
Winner.

## Out Of This Planet!

Dear STC,

When Sega release their new 32-bit CD console, the Saturn, will there be an adaptor available to enable Saturn's games to be played on Mega-CD, or could the Mega-CD be Saturn game compatible?

Thomas Gray, Belfast, N Ireland.  
MCD owner.

Sonic Water Fun Game Winner.



No, Tomo, Saturn games will only be compatible with the Saturn console. See the News Zone for an update on the Saturn and the Neptune.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



**NEXT ISSUE ...**

**GET YOUR HOOKS INTO ANOTHER EPISODE!**

# **CAPTAIN PLUNDER!**



**PLUS**

**SONIC!**

**COUNTS DOWN TO DISASTER?**

**SHINOBI!**

**SHOWS HIS TRUE COLOURS!**

**TAILS!**

**SHAKES IN HIS BIG MAC?**

**STC 49 - YOU'D BE A FOOL TO MISS IT!**

**ON SALE SATURDAY, 1ST APRIL 1995**

**£1.15**

## **DATA STRIP**

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

### **WHO ARE YOU?**

Tell us your name, age & address.

**NAME** .....

**ADDRESS** .....

.....

.....

**AGE** .....

### **HOT-SHOTS ONLY!**

Enter your high score or achievement here!

**GAME** .....

**SCORE/ACHIEVEMENT** .....

.....

.....

**SYSTEM:- (please tick)**

MD  MS  GG  MCD

### **GAME INTO STRIP**

What SEGA game would you like to see as a STC strip in the future?

**I THINK** .....

.....  
would make a great comic strip in STC

### **MEGA HITS THIS ISSUE!**

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

**HOW DO YOU RATE ISSUE 48**

**OF STC?**



0%  
0%